

**I CLAIM:**

1. A puzzle game apparatus comprising:
  - a) a game board including:
    - 5 i) a plurality of task indicia identified thereon arranged in a path formation, wherein an action is associated with at least one task indicia, said action being performed during play of the game;
    - 10 ii) a puzzle creation region integrally part of the game board, said puzzle creation region having a perimeter, said perimeter having a number of attachment means for interconnecting and retaining a number of playing pieces; and
  - b) 15 a plurality of playing pieces each having a number of connection means for interconnection between playing pieces and each playing piece has a predetermined position within the puzzle creation region, wherein predetermined playing pieces interconnect with the attachment means associated with the perimeter of the puzzle creation region.
2. 20 The puzzle game apparatus according to claim 1, further comprising a random determination device for controlling movement of a player's identifier along the path formation.
3. The puzzle game apparatus according to claim 1, wherein the action associated with a task indicia involves a player acquiring or relinquishing one or more playing pieces.
- 25 4. The puzzle game apparatus according to claim 1, wherein the puzzle creation region is divided into sections defined by at least two division indicators, wherein a particular section is assigned to a particular player.
- 30 5. The puzzle game apparatus according to claim 1, wherein upon placement of each playing piece at its predetermined position within the puzzle creation region, a 3 dimensional puzzle is created.

6. The puzzle game apparatus according to claim 1, wherein the game board and the playing pieces have images thereon, said images associated with a particular theme.
- 5 7. The puzzle game apparatus according to claim 2, wherein the random determination device is a die or a spinning selection device.
8. A method of playing a puzzle construction game comprising the steps of:
- 10 a) providing a game board comprising a plurality of task indicia thereon in a path formation and a puzzle creation region having associated attachment means;
- b) providing a plurality of playing pieces each of which has a predetermined position within the puzzle creation region;
- 15 c) moving a player identifier along the path formation, thereby selecting a task indicia;
- d) performing an action associated with the selected task indicia;
- e) placing a playing piece within the puzzle creation region, wherein a playing piece can only be placed within the puzzle creation region if it interconnects with either another playing piece or the attachment means
- 20 of the puzzle creation region;
- f) performing steps d), e) and f), sequentially by each player following a predetermined order until a specified event occurs; and
- g) determining a winner based on a predetermined criteria.
- 25 9. The method of playing a puzzle creation game according to claim 8, wherein a random determination device is provided for controlling movement of the player identifier along said path formation.
10. The method of playing a puzzle creation game according to claim 8, wherein the
- 30 action associated with a task indicia involves a player acquiring or relinquishing one or more playing pieces.

11. The method of playing a puzzle creation game according to claim 8, wherein the specified event involves the completion of a puzzle within the puzzle creation region.
- 5 12. The method of playing a puzzle creation game according to claim 8, wherein the specified event involves all players being uable to place a playing piece in the puzzle creation region.
- 10 13. The method of playing a puzzle creation game according to claim 8, wherein the predetermined criteria occurs when a particular player has placed playing pieces within the puzzle creation region covering a particular section of the puzzle creation region assigned to the particular player.
- 15 14. The method of playing a puzzle creation game according to claim 8, wherein the predetermined criteria occurs when a particular player places a playing piece within the puzzle creation region such that no further playing pieces can be placed therein.

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